Weapons

Weapon	Advantage	Defense	Damage	Notes
Axe	-2	-4	Axe	4' long
Battleaxe	-4	-4	Battleaxe	5' long
Bite	+2	*	Bite	
Blaster pistol	+2	+2	Blaster	Requires slab ammo; 5 shots/power cell
Blaster rifle	+3	-1	Blaster +4	Requires slab ammo; 3 shots/power cell
Blaster turret	+4	-3	Blaster +8	Requires slab ammo; requires portable pile, or 2 power cells/shot
Bola	+0	-1	Sling	Entangles
Bow	+0	+0	Bow	4 yules for 10 arrows
Bow, long	+0	+0	Longbow	4 yules for 10 arrows
Claws	+1	*	See Notes	See Fist and Kick on page 8 of this book for damage.
Club	-2	-2	Club	
Crossbow	+0	+0	Crossbow	10 yules for 12 bolts
Crossbow, heavy	+0	+0	Crossbow +2	10 yules for 12 bolts
Field Ram pistol	+2	+0	Field Ram	10 shots/power cell
Field Ram rifle	+4	-2	Field Ram +3	2 shots/power cell
Field Ram turret	+6	-5	Field Ram +6	Requires portable pile, or 4 power cells/shot
Fist	+0	*	Fist	
Halberd	-2	-1	Halberd	
Kick	+0	*	Kick	
Knife	+2	*	Knife	
Knife, throwing	+0	*	Throwing Knife	
Laser pistol	+1	+0	Laser	20 shots/power cell
Laser rifle	+3	-1	Laser +4	8 shots/power cell
Laser scalpel	-3	-3	Knife +4	
Laser torch	+3	+0	Heat +4	
Laser turret	+5	-4	Laser +8	Requires portable pile, or 2 power cells/shot
Mace	+0	-2	Mace	
Mathin	+2	+0	n/a	Roll under Constitution or run!
Morning star	+0	-4	Morning Star	
Pike	-1	+0	Pike	
Pulsar pistol	+1	+0	Laser	30 shots/power cell
Pulsar rifle	+2	-1	Laser +4	8 shots/power cell
Pulsar turret	+3	-2	Laser +8	Requires portable pile, or 12 power cells/shot
Rock	+0	+0	Rock	
Shanthic blade	-1	-1	Sword + bonus**	Bonus to armor penetration**; -2 to hit
Sis-ganj	+1	*	Throwing Knife +1	
Sling	-1	+0	Sling	
Spear	+0	-1	Spear	
Spear, thrown	+0	-1	Throwing Knife +1	
Staff	+2	+1	Staff	5' to 8' long
Stunner pistol	+1	+0	10 Stamina	5 shots/power cell
Stunner rifle	+1	-2	14 Stamina	2 shots/power cell
Stunner turret	+3	-4	17 Stamina	Requires portable pile
Sword, hard-	+0	+0	1-handed Sword +1	Made of stone
Sword, one-handed	+0	+0	1-handed Sword	
Sword, two-handed	-1	-1	2-handed Sword	Not scaled to race size
Thikes	+2	*	Knife	To hit = Fist
Throw explode	+0	+0	See Notes	Damage = Field Ram -2/yard away from point of explosion
Trident	+0	+2	Trident	

*Use Defend without Weapon for this weapon.

**Damage/Penetration as One- or Two-handed Sword, plus bonus according to blade quality (+1 to +4)

Limilates

ambreh	Adds 3 points to Education for three hours. Used when learning things dependent on memory.
arrigish	Promotes healing in most races (see shirm-eh for ramian healing).
awthew-tie	Developed to cure awthew. Causes sickness but slowly returns user to normal walking and alertness.
doul	Temporarily adds 5 to character's Color points. Used by caji when learning new dyshas.
gawdieth	Required for woffen to run on four legs without discomfort.
goseen	Temporarily renders males sterile. Used to prevent conception.
halcen	Produces limited pain-blocking, tranquility, and sleep. Acts as a sedative.
hilc	Allows ingestion of Joruni plants and animals by Earth-based races.
keether	Prevents body from holding on to isho for up to one hour.
rimeen	Lowers Color characteristic and Moon skills by 15 for one day.
serrl	Helps prevent airsickness.
shirm-eh	Promotes ramian healing.
stoma	Anti-hangover limilate for woffen.
thon	Adds 5 to character's Strength for three hours. Overuse can cause addiction and death.
tothy	Cheaper, poorer grade of arrigish. Not as effective or as long-lasting.

Cleash Capsules

Weapon	Damage	Price	Notes
Blinder	none	6 links	Tear gas. Make Agility roll or blinded for five minutes of game time.
Cold	Heat -2	10 links	Area effect, 5 yards across
Fire	Heat	15 links	Fireball, 3 yards across
Flare	none	1 link	Glows as camp fire for an hour, but no heat
Food Odor	none	6 links	Attracts small predators and food insects to the broken capsule
Knock-out	10 Stamina	20 links	Make Agility roll for no damage.
Repel	none	3 links	25% in area made nauseated/leave
Smoke	none	1 link	Area effect, 5 yards across
Tangler	Club -2	20 links	Explodes in thick ropes that flail around victim, generating one random location of superficial damage. Roll under Strength to break bands.
Throw Explode, Jr.	Power Orb +2	20 links	